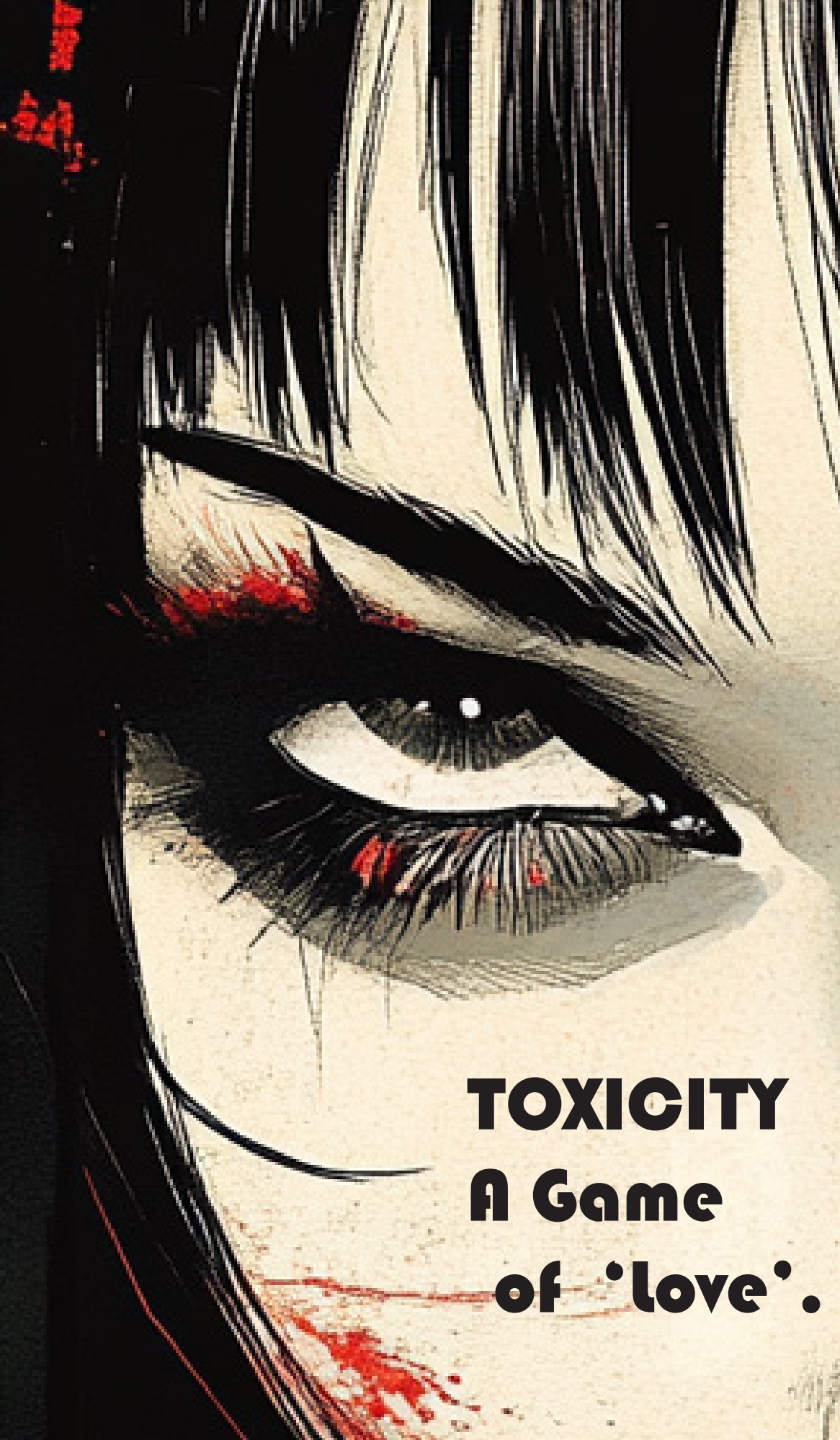


TOXICITY
A Game of 'love'.

The Psychopath
Emo Stability: 70 Finances: 80

The Naive Boy
Emo Stability: 40 Finances: 10

The Femcel Prophetissa
Emo Stability: 20 Finances: 15

The Incel Overlord

Emo Stability: 15 Finances: 10

The Misoginist Chad
Emo Stability: 25 Finances: 70

The Misanthropic Feminist
Emo Stability: 20 Finances: 25

The loser Casualty
Emo Stability: 30 Finances: 20

The Narcissist
Emo Stability: 40 Finances: 90

The Bitter Bastard
Emo Stability: 15 Finances: 40

The Escort Prostitute
Emo Stability: 35 Finances: 95

The Energy Vampire
Emo Stability: 30 Finances: 25

The Simp lord
Emo Stability: 40 Finances: 35

The Solitary Survivor
Emo Stability: 85 Finances: 65

The Self-Saboteur
Emo Stability: 25 Finances: 45

The Savior Prince
Emo Stability: 70 Finances: 75

The Psycho Ex

Emo Stability: 10 Finances: 30

The love Bomber

Emo Stability: 30 Finances: 75

The Know-It All
Emo Stability: 45 Finances: 60

The Hopeless Romantic
Emo Stability: 60 Finances: 50

The Gentleman
Emo Stability: 75 Finances: 80

The Game-Player
Emo Stability: 30 Finances: 90

The Femme Fatale
Emo Stability: 55 Finances: 85

The Delusional Artist
Emo Stability: 50 Finances: 20

The Damage Dealer
Emo Stability: 25 Finances: 40

The Apodictic Scoundrel
Emo Stability: 75 Finances: 50

The Poisonous Looney
Emo Stability: 10 Finances: 15

The Insecurities Master
Emo Stability: 50 Finances: 20

The Control Freak
Emo Stability: 45 Finances: 70

The Clingy One
Emo Stability: 35 Finances: 30

The Cheater

Emo Stability: 20 Finances: 90

The Burned-Out Cynic
Emo Stability: 40 Finances: 50

The Good Girl

Emo Stability: 80 Finances: 60

Events Cards

§ Anxiety Spiral §

Emo Stability: -20 Finances: 0

§ Bellitlement §

Emo Stability: -10 Finances: 0

§ Blackmail Bomb §
Emo Stability: -25 Finances: -40

§ Damage Havoc §
Emo Stability: -30 Finances: -30

§ Dating Apps §

Emo Stability: -15 Finances: -20

§ Demolition §

Emo Stability: -35 Finances: -15

§ Ego Inflation §

Emo Stability: -10 Finances: -0

§ Emotional Sabotage §
Emo Stability: -20 Finances: -10

§ Financial Extraction §
Emo Stability: -10 Finances: -50

§ Games Behind Your Back §
Emo Stability: -15 Finances: 0

§ Gaslit §

Emo Stability: -25 Finances: 0

§ Hopelessnes §

Emo Stability: -30 Finances: 0

§ Jealousy Grenade §
Emo Stability: -20 Finances: 0

§ Love Bomb Blitz §

Emo Stability: 15 Finances: -10

§ Love Drunk §

Emo Stability: -10 Finances: -5

§ Manipulation §
Emo Stability: -20 Finances: -10

§ Paranoia Spinner §
Emo Stability: -30 Finances: 0

§ Passive-Aggressive Missile §
Emo Stability: -10 Finances: 0

§ Playing the Victim §
Emo Stability: -15 Finances: -10

§ Projection §

Emo Stability: -10 Finances: 0

§ Revenge Plot §
Emo Stability: -40 Finances: -20

§ Secrets Exposed §

Emo Stability: -35 Finances: -15

§ Sex Baits §

Emo Stability: -25 Finances: -10

§ Silent Treatment §

Emo Stability: -15 Finances: 0

§ Social Exile §

Emo Stability: -30 Finances: -20

§ Threats and Rants §

Emo Stability: -50 Finances: 0

§ Financial Sabotage §
Emo Stability: -20 Finances: -30

§ Public Humiliation §
Emo Stability: -30 Finances: 0

§ Ghosting §

Emo Stability: -20 Finances: 0

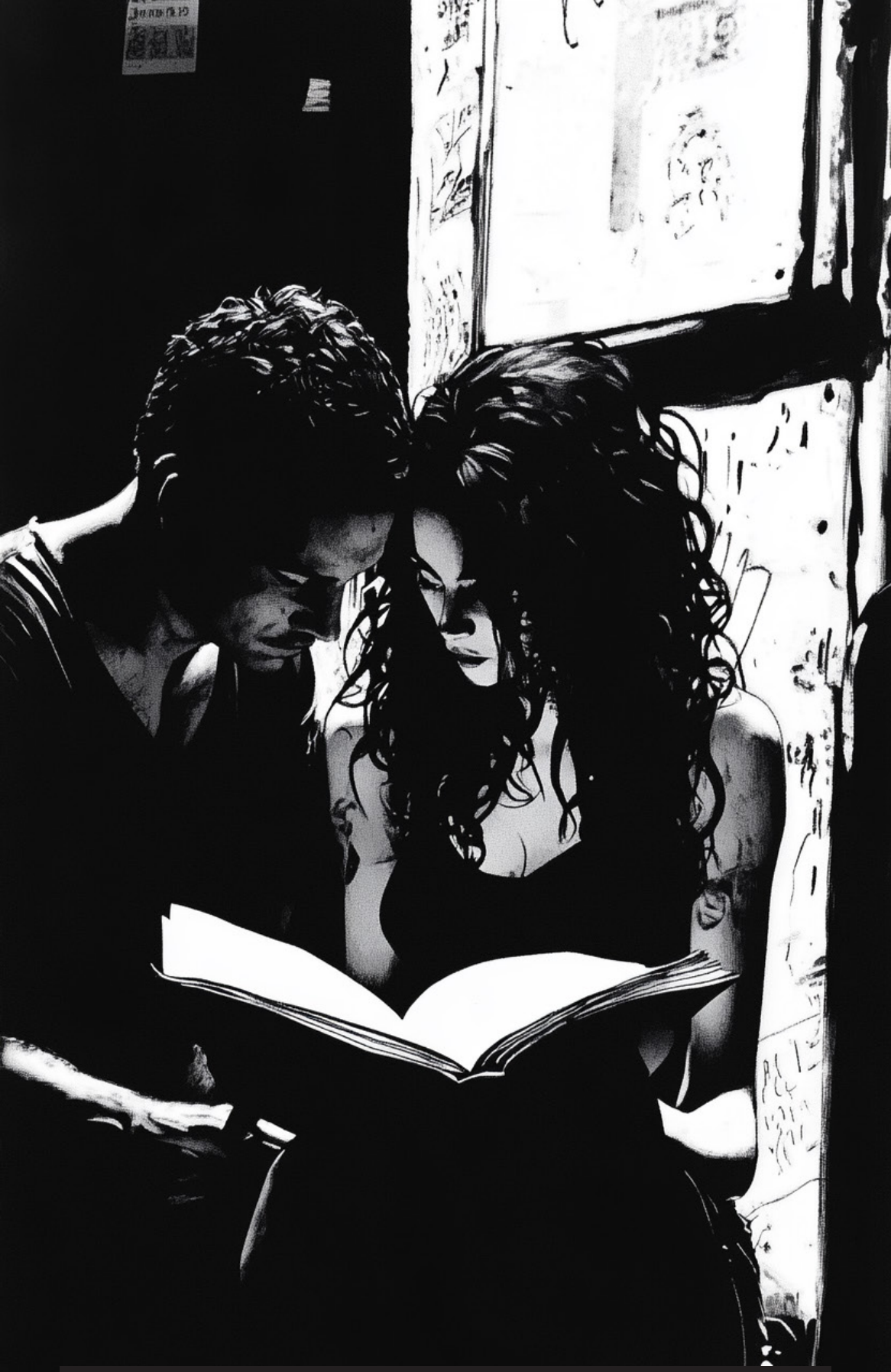
§ Toxic Codependence §
Emo Stability: -25 Finances: -10

§ Weaponized Therapy §
Emo Stability: -20 Finances: 0

§ Trauma Dump §
Emo Stability: -25 Finances: 0

§ Control Spiral §

Emo Stability: -25 Finances: -25



§ Weaponized Memory §
Emo Stability: -10 Finances: -0

Overview

Toxic Dating Game is a satirical, turn-based strategy game for four players, where participants navigate the unpredictable world of toxic relationships. The goal is to outlast and outmaneuver opponents by managing Emotional Stability Points (ESP) and finances while dealing with chaotic event-driven gameplay.

Game Setup

Players: 4 participants.

Starting Resources:

Each player rolls a six-sided die (D6) twice to determine their starting Emotional Stability Points (ESP) and finances.

The resulting numbers are added to their character traits.

Character Cards:

Each player draws a Character Card at random, defining unique personality traits and abilities.

Event Deck:

Shuffle the Event Cards deck and place it face down in the center.

The first player rolls dice for ESP and finances.

Each of the three other players draws an Event Card.

If the first player's thrown values are higher than the event effects, they survive; otherwise, they take damage, which is recorded.

The second player then repeats the process, and so on.

Remaining Character Decks:

An external character is drawn every round, including the beginning one, and plays against all players.

This character interacts with all four players, creating additional challenges and unpredictability.

Turn Structure

Dice Roll:

At the beginning of a turn, the active player rolls a D6 against each of the three opponents.

Event Cards:

The opponents players draw three Event Cards, resolving them in order.

Events may apply bonuses, penalties, or create unexpected scenarios for the players involved. Each time event cards are played, they return to the deck and are reshuffled for the next run, same goes for the extra character.

ESP & Finances Adjustments:

Players adjust their ESP & Finances based on event outcomes.

Turn End:

Play moves clockwise to the next player.

The game runs for exactly seven rounds, then the points are compared to decide who is the winner.